

# Declarer Play: Ruffing in Dummy

## Extra Tricks by Using Dummy's Trumps

- When playing a suit contract, declarer may be able to use the power of the trump suit to trump losers in the dummy.
- Whenever dummy has a shortage in a side suit, try and score extra tricks by ruffing with dummy's trumps.
- You need to do this before drawing trumps.

## Example – A Grand Slam

Contract: 7♠ Lead: ♣Q

<i>Dummy</i>	<i>Declarer</i>
♠ J643	♠ AKQ102
♥ 5	♥ A32
♦ AQ87	♦ K42
♣ K432	♣ A9

- You have eleven sure tricks. This is a scary contract as you need 2 more tricks.
- Thankfully dummy has a shortage in the heart side suit. So plan to ruff the two small hearts with trumps in dummy.
- Declarer needs to do this while there are still trumps in dummy.
- Declarer should win the first trick with ♣A, play ♥A and ruff the small heart with dummy's ♠3. Back to hand with a trump and now ruff the ♥2 with dummy's ♠J.
- Declarer now draws the opponents' trumps.
- Declarer can count five spade tricks, three small heart ruffs in the dummy, three top diamonds, the ♥A and two top clubs.
- **This makes 13 tricks – Hallelujah!**

## Using Declarer's Trumps

Normally you do not benefit by ruffing cards in your own hand if you have more trumps than dummy. Plan to ruff losers in the shorter trump hand. Trumps in the longer trump hand will win anyway, and there is a danger that by shortening declarer's holding before drawing trumps you will lose control of the trump suit and the opponents will be able to cash winners without the danger of being ruffed.

Only ruff in the longer trump hand when you need an entry.